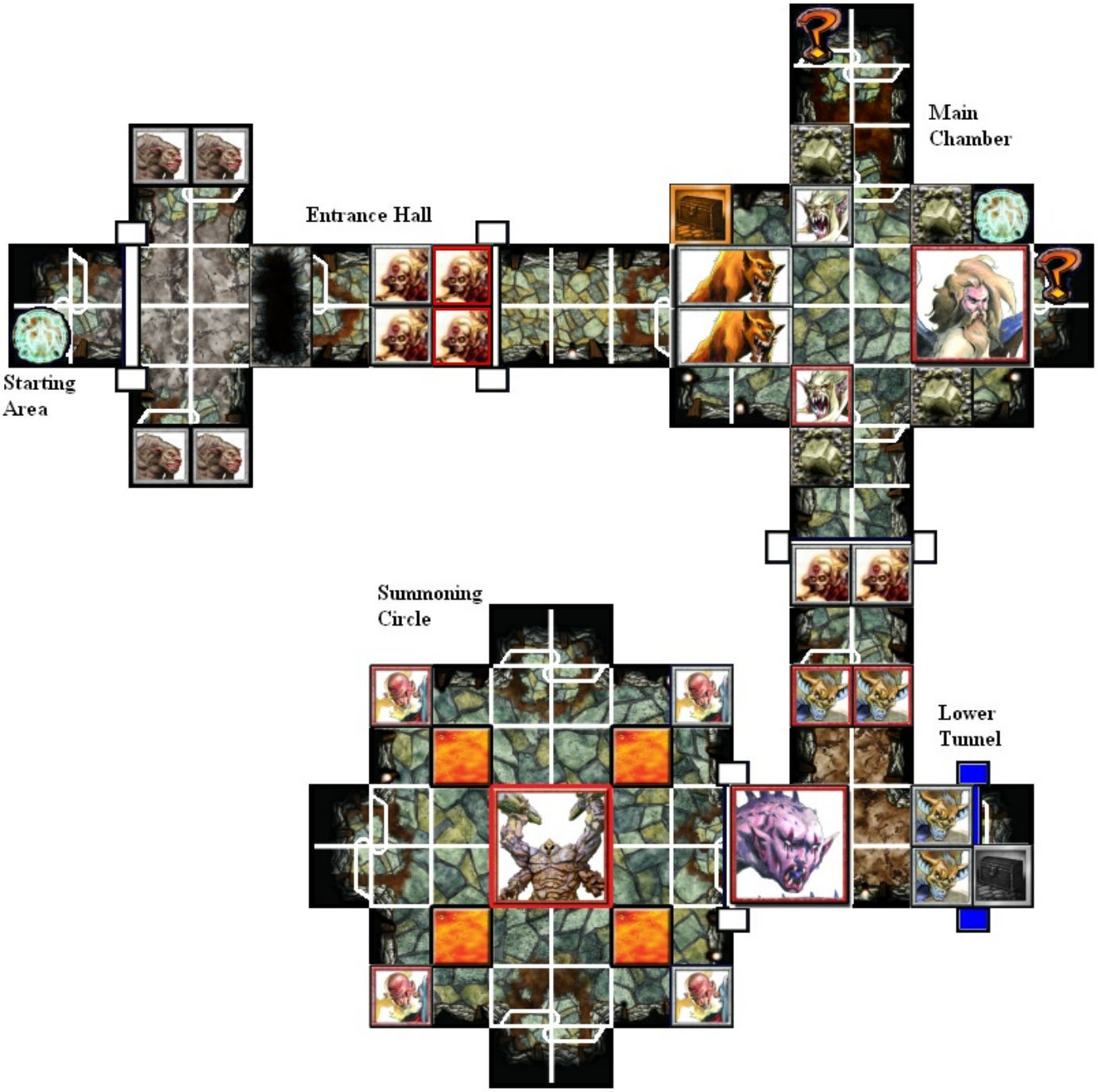

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Summoning Circle

By Mike Betzel

Scenario Background

Monsters have been overrunning the small village of Torlin at night. For weeks the guards have been fighting off the beasts but no end has been in sight. Some claim to have seen monsters coming from an abandoned house on the outskirts of town. The guards, small in numbers and unable to spare any men or time, turn to the villagers and seek any brave adventurers who would be willing to seek the source of the monsters and put an end to it if possible.

Mission Goals

Find and put an end to the source of the monsters.

The heroes start with five conquest tokens.

Chests

Copper 1 - 2 Copper Treasures, 100 coins, 2 Conquest Tokens
Copper 2 - 2 Copper Treasures, 2 Conquest Tokens, 1 Curse
Copper 3 - 2 Copper Treasures, 2 Conquest Tokens, 2 Curse
Silver 1 - 2 Silver Treasures, 200 coins, 2 Conquest Tokens
Silver 2 - 2 Silver Treasures, 2 Conquest Tokens, 2 Curse
Silver 3 - 2 Silver Treasures, 100 coins, 2 Conquest Tokens, 1 Curse

Entrance Hall

This old house is barely holding itself together. Random beams of light shine in through cracks and holes in the wall, revealing many monsters lying in wait. They've been waiting for someone to come through the door.

Main Chamber

The ceiling has collapsed in places and the floor creaks as you move across. You hope the house holds together long enough for you to complete your task.

Encounter Tokens

When a hero steps on one of the encounter tokens, read:

One of the floorboards in the corner looks out of place. You pull it back and discover a pressure plate. Stepping on it you hear a satisfying click.

When heroes are on both encounter tokens, read the following. Also, open the Blue Rune Door in the Lower Tunnel if it is revealed.

You hear the sound of a door opening in the distance.

Should one hero step off of the encounter token when both are currently standing on their respective tokens, read the following. Also close the Blue Rune Door in the Lower Tunnel if it is revealed.

You hear the sound of a door closing in the distance.

Lower Tunnel

This door doesn't lead to another room in the house but into a downward-sloping tunnel. Torches flicker on the wall, illuminating the way. You hear growls and flapping wings echoing from below.

Blue Rune Door

The silver treasure chest behind this door is not revealed when you reveal the area. This door is only opened when heroes are standing on both encounter tokens in the Main Chamber. If only one encounter token is being stood on the door is closed.

Opening this door does not count as revealing a new area on the map; even though the treasure is not initially visible it is considered part of the Lower Tunnel area.

Summoning Circle

Fire Pillars

The lava tiles represent pillars of fire and behave just as lava tiles normally do.

This chamber was crudely carved from the stone. Inside you see four pillars of fire; sitting around the pillars is a group of sorcerers, chanting in unison. They just finish chanting as you enter and the middle of the room a massive golem materializes before your eyes. This is clearly the summoning circle, the source of all the monsters that have been threatening the town.

Summoned Golem

The summoned golem is just like a master golem except it has 40 life.

Sorcerers

When the heroes have defeated all four sorcerers, remove the four lava tokens and read the following:

As you kill the last sorcerer, the pillars of flame are extinguished.

If the golem is still alive when the heroes defeat the last sorcerer, reduce the golem's life by 10.

With the fires out and its masters defeated, you feel the golem weakening.

Victory Condition

When the heroes have defeated all four sorcerers and the golem, read the following and award the heroes 3 Conquest Tokens:

With the summoning circle extinguished and the sorcerers brought to an end, the town is safe once again.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.